Subject: Re: RANDOMU bug (and HTML help) Posted by davidf on Mon, 22 Feb 1999 08:00:00 GMT

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Andy Schmitt (ajschmitt@my-dejanews.com) writes:

```
> This is not the worst of it. For some of us, it is important to be able
> to have the same seed so that the same "random" sequence is produced.
> However, RSI guietly changed the manner in which the SEED variable
> interacts with the RANDOM functions between version 5.0 & 5.1.
>
> Consider the following behavior from IDL v 5..0.3:
  IDL> seed = 2 & print, randomu(seed, 3)
     0.342299
                 0.402381
                             0.307838
>
  ...doing this multiple times will always give the same result.
>
 However, in IDL v.5..1 & later, using this several times in a row
 produces different results each time.:
 IDL> seed = 2 & print, randomu(seed, 3)
    0.0594004
                  0.982075
                              0.358593
 IDL> seed = 2 & print, randomu(seed, 3)
     0.831999 0.303037
                             0.506712
>
>
 ...etcetera. It turns out that you now have to specify a NEGATIVE seed
  in order for it to have any influence on the generated sequence:
>
> seed = -2 & print, randomu(seed, 3)
     0.342299
                0.402381
                             0.307838
> seed = -2 & print, randomu(seed, 3)
     0.342299
                 0.402381
                             0.307838
```

For what it is worth, this line produces the very same result over and over again in my Windows NT IDL 5.2a version:

```
IDL> seed = 2 & print, randomu(seed, 3)
  0.342299
              0.402381
                          0.307838
IDL> seed = 2 & print, randomu(seed, 3)
  0.342299
              0.402381
                          0.307838
IDL> seed = 2 & print, randomu(seed, 3)
              0.402381
                          0.307838
  0.342299
IDL> seed = 2 & print, randomu(seed, 3)
  0.342299
              0.402381
                          0.307838
```

Perhaps it is fixed in IDL 5.2? When you say "IDL v5.1 & later" did you test it in IDL 5.2? I've been having my own problems with unannounced changes in the way !D.N_Colors works from IDL 5.0 to 5.1 to 5.2. :-(

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.dfanning.com/

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